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Aen Yavin

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The **Aen Yavin** (Elder Speech: *The People Who Understand, the Understanding Folk*) are an elven ethnic group and culture that emerged from the descendants of the few Aen Seidhe elves who were unable to cross the [Ard Gaeth](#) in 1358 during the Second Conjunction of the Spheres. These elves settled on the [Western Continent](#) and intermingled with the small indigenous human populations there. Initially, this gave rise to half-elves who, due to the limited numbers of both populations, did not follow the pattern seen in Nilfgaard on the [Old Continent](#), where the intermixing of the Lower Alba tribes with the [Aen Nífe](#) elves led to human descendants with a strong elven genetical and cultural imprint. Instead, these half-elves continued to intermix with elves, leading to the emergence of a new elven ethnicity: the *Aen Yavin*. This group retained a predominantly elven appearance but with subtle human characteristics that they inherited both culturally and genetically, similar to how dryads inherited their pointed ears and the use of Elder Speech as their language from the Aen Seidhe when this group of elves came to the northern part of the Old Continent.


Aen Yavin

General information

Classification	Elven culture
Languages	Yavinir (Elder Speech dialect)
Locations	Southwest of the Western Continent

Physical Characteristics

Skin color	Light olive to medium brown skin
Hair color	Their hair is usually thick and curly, ginger, copper-ginger, or other unusual colors compared to humans, such as pale blue or pale green

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Etymology

The name *Aen Yavin* is derived from the Elder Speech. The term "*Aen*" (pronounced /aen/) is a common prefix in Elder Speech, meaning "*people*" or "*folk*." This prefix is widely used among various elven groups to denote their identity, as seen in names like *Aen Seidhe* (*People of the Hills*) and *Aen Elle* (*People of the Alders*).

The second part of the name, "*Yavin*" (pronounced /'ja:.vin/), originates from the Elder Speech verb "*yav*," meaning "*to understand*" or "*to comprehend*." The suffix "-in" is a standard grammatical ending in Elder Speech that transforms verbs into agent nouns, effectively changing the meaning from "*to understand*" to "*those who understand*" or "*understanders*." Thus, "*Yavin*" translates directly to "*the Understanding Ones*" or "*the People Who Understand*."

The full name, "*Aen Yavin*," therefore translates to "*The People Who Understand*" or "*The Understanding Folk*." The origins of this name can be traced back to the already mentioned period following the Second Conjunction of the Spheres in 1358, during which the ancestors of the *Aen Yavin*—the *Aen Seidhe* who were unable to cross the *Ard Gaeth*—settled on the Western Continent.

It is believed that the name was initially coined as a means of differentiating these elves from the other groups they encountered, particularly the indigenous human populations with whom they eventually intermixed. The name "*Aen Yavin*" likely served as a way to communicate their respect for the local peoples and their intention to coexist peacefully. Unlike the *Nordling* humans who often viewed indigenous populations as subjects for conquest, the *Aen Seidhe* sought to present themselves as a people of understanding and wisdom, eager to learn and live

in harmony with those they met.

Over time, as the Aen Seidhe intermingled with the local human populations, the name "Aen Yavin" became more entrenched. It was not merely a label for the elven settlers but came to represent the new hybrid culture that emerged from their union with humans. The descendants of these unions, who retained many elven characteristics but also bore subtle human traits, fully embraced the name, which now reflected their unique identity as a new elven ethnic group.

The use of "Yavin" as part of their name also reflects a deeper cultural and philosophical emphasis on understanding, wisdom, and learning from the past—a theme that is central to Aen Yavin society. This focus on comprehension and reflection is evident in their strict adherence to the cultural code of "Aithreachas" (Remorse or Regret), which underscores the importance of learning from past mistakes and striving for personal and communal growth.

Physical and Biological Characteristics

Due to their human heritage, the Aen Yavin have shorter lifespans than other elven groups, such as the Aen Seidhe, who can live up to 400 years. Instead, the Aen Yavin typically live around 250 years, more than the half-elves who usually reach 180 years. They have a light olive to medium brown skin, similar in a way to that of some other elven groups, such as the [Aen Manche](#). Their hair is usually thick and curly, ginger, copper-ginger, or other unusual colors compared to humans, such as pale blue or pale green, a result of recessive genes from their elven ancestors, losing the black and dark brown hair of their human ancestors. Like other elves, they have slender faces with strong cheekbones and epicanthic folds, though not as marked as those of the [Aen Hagde](#), but unlike other elves, they do not lack cuspids and have elegant yet broad noses. Their eye color is usually honey, light brown, or dark grey. Their pointed ears are also shorter, though not as short as those of half-elves. They are shorter than other elves; rather than reaching up to 2 meters like the Aen Elle, they typically range from 1.65 to 1.8 meters in height, a trait influenced by their intermixing with humans.

Despite being shorter than most other elven groups, the Aen Yavin possess a lithe and agile build, allowing them to move with the characteristic grace of elves. However, their builds are broader and more robust in comparison to other elven groups, hinting at their distant mixed heritage. This heritage has also contributed to slightly greater physical strength compared to other elves, bringing them closer in strength to [orcs](#) and [half-orcs](#), though still not nearly as powerful.

History

The Aen Yavin are descendants of the Aen Seidhe who, after the Great Sea's Ard Gaeth opened during the Second Conjunction of the Spheres, found themselves stranded on the [Eastern Coast](#) of the Western Continent. Initially, they settled there, but fearing eventual Nordling colonization, they embarked on a perilous journey across the continent. This migration, known as *The Long March* or *The Second Migration*, led them to the southwestern part of the continent, in what would later be known as the Western Coast. These new settlements were far

enough from the anticipated reach of Nordling expansion, providing them a sanctuary from the suffering and discrimination they had feared.

Upon their arrival on the Western Coast, the Aen Seidhe encountered local human populations. Although initially wary, the necessity for cooperation due to various threats—such as illnesses and monsters—and the distinct cultural and physical differences from the Nordlings facilitated a gradual integration. By the mid-15th century, this cooperation had led to the blending of Aen Seidhe knowledge with the organizational structures of the local human tribes, resulting in the formation of the Aen Yavin. They initially founded one kingdom, but over time, differences among them led to its division into several kingdoms, which were eventually further impacted by the expansion of the [Second Tuyotukian Empire](#). The groups theorized to have intermingled with elves include the Irtabuka, the Taewai, and the Enavanua, who, like the Aen Nílfe and the Lower Albans with the Nilgaardians back in the day in the Old Continent, became extinct as they fused.

The Aen Yavin ancestors' fears were not unfounded. Since around 1380, Nordling colonization began on the Eastern Coast, and by the 1500s, other powers, such as the Second Tuyotukian Empire from the [Far East](#), established their presence on the Western Continent, specifically in the region where the Aen Yavin were located, the Western Coast. Eventually, the Second Tuyotukian Empire's expansion along this coast brought them into conflict with the Aen Yavin, revealing to other human groups, such as the Nordlings, Nilfgaardians, and [Zangvebarians](#), that the elves (at least in this new form) had not entirely vanished with the Second Conjunction of the Spheres but had instead found a new haven.

Culture

Overall, the Aen Yavin are a culture notable for their pronounced aggressiveness towards outsiders, with nation-states characterized by paranoid and militaristic tendencies. This aggressive stance marks a departure from the more varied responses to threats exhibited by their Seidhe forebears. Influenced by the conflicts with the Second Tuyotukian Empire and a desire to safeguard their society from external dangers, the Aen Yavin's approach reflects a strategic shift stemming from past failures experienced by their Seidhe ancestors on the Old Continent, which were key to the origins of their current paranoid and militaristic culture.

A significant element of Aen Yavin culture is their advanced maritime technology. They are recognized for constructing semi-submerged boats known as *okarís*, which resemble catamarans and are integral to their seafaring activities. The Aen Yavin speak Yavinir, a dialect of Elder Speech that, while not easily understood by speakers of the Silk Islander dialect, remains comprehensible to those familiar with other Elder Speech dialects, albeit with some difficulty. This dialect features numerous loanwords from the human cultures with which their ancestors intermingled.

Tattooing plays a central role in Aen Yavin culture. Young Aen Yavin receive face tattoos known as *Rúnan-Duine*, or "*The Secrets of the Person*," upon reaching adulthood, which is marked by the cessation of crying during the process of receiving them. If a young elf fails to achieve this, they are not considered an adult and must wait six months to try again. These tattoos, applied

during a painful rite of passage, symbolize the purification of the body and the lessons learned from past mistakes made during childhood and teenage years. The tattoos are highly geometric, characterized by quadrangular patterns and straight lines. In contrast to the elaborate Blood Tattoos of the Aen Manche, which represent achievements and other more "positive aspects", the *Rúnan-Duine* serve as reminders of past failures and the wisdom gained from them. This symbolism is then exposed to the rest of the Aen Yavin, who can learn about a person's history and character simply by viewing their tattoos. Each facial tattoo combination is unique, creating a more intimate connection among individuals, even between those who meet for the first time. This usually occurs when they see each other's tattoos and find similar patterns, suggesting that they have made comparable mistakes.

As mentioned previously, the Aen Yavin adhere to a strict code of honor known as *Aithreachas*. This code emphasizes the importance of learning from past mistakes and is deeply connected to their tattooing tradition. The *Aithreachas* reflects their belief in confronting and accepting past failures as essential for personal and communal growth. This tradition is rooted in their Seidhe ancestry, which also faced challenges such as failed attempts to repel Nordling incursions and the struggles associated with the Scoia'tael movement during the 13th century.

Hairstyles and clothing among the Aen Yavin continue to reflect their Seidhe heritage. Both men and women wear their hair long, with men typically maintaining shoulder-length or longer hair that is often braided or adorned with beads and decorations. This practice symbolizes maturity and wisdom. Their clothing, weapons, and armor exhibit the influence of Aen Seidhe traditions, combined with elements derived from their human ancestors.

The Aen Yavin are governed in most of their nation-states by a magearchy, a system akin to the philosopher kings system proposed by scholars like Vysogota of Corvo. In this system, the nation-states are typically ruled by their own Aen Saevherne—descendants of the Aen Saevherne who did not leave the world and were stranded with the few Aen Seidhe on the Western Continent. These Aen Saevherne guided the ancestors of the Aen Yavin to their new homeland on the Western Coast after the Second Conjunction, and their authority was initially absolute. Over time, their governance has evolved into a sophisticated magearchy, with the Aen Saevherne and powerful mages holding all the political power, with the Aen Saevherne acting as absolute monarchs. The rest of the society is organized into a caste system inspired by their human ancestors, where magical prowess determines one's rank and influence.

Their cities are integrated with nature, though this integration is less pronounced compared to their Seidhe ancestors due to the presence of numerous monsters that necessitate practical adaptations. Unlike their Seidhe predecessors, the Aen Yavin do not practice agriculture; instead, they occasionally hunt to manage local wildlife populations that pose threats to their cities.

List of the Aen Yavin Elven Kingdoms

- *Úr Aine (New Light)*: The oldest of the elven kingdoms on the Western Continent. The name of both the kingdom and its capital is the same. It is likely the first Aen Seidhe settlement.



- **Úr Pryslân** (*New Pryslân*): The name is taken from ancient elven history, specifically from the kingdom founded by some Aen Seidhe north of Cintra before the arrival of humans on the Old Continent.
- **Úr Termonn** (*New Termonn*): The name is derived from one of the cities of the former kingdom of Pryslân. Once part of Úr Pryslân, it later gained independence.
- **Úr Rowesh** (*New Rowesh*). The name is taken from another city of the former kingdom of Pryslân. Like Úr Termonn, it was once part of Úr Pryslân before gaining independence.
- **Úr Darweîn** (*New Darweîn*): The name references an ancient elven kingdom that was a rival to Pryslân.

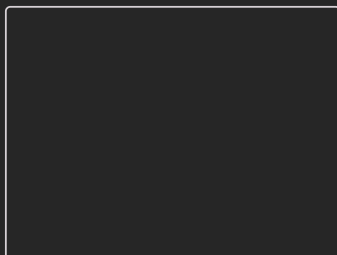
Trivia

- The name of the elf Yaevinn in Elder Speech means *"He who is born from understanding,"* which is ironic given that he was part of a Scoia'tael command.
- They are also a rework of the *Aen Yavin* from the Miderrland Empire Wiki, since the idea was very basic.
- They are partially inspired by the *Dalish elves* of Dragon Age, Samoan culture in their tattoos, and the Rotuman people, especially in their description: *"Rotumans are generally noted as being of a light olive to medium brown complexion, with generally wavy black hair, although some individuals have naturally copper-ginger coloring to their hair. Traditionally, men kept their hair shoulder-length or longer; however, post-colonial Rotumans view this unfavorably. They are on average shorter than their Tongan or Samoan neighbors and less prone to obesity."*

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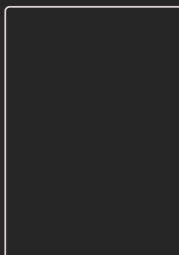
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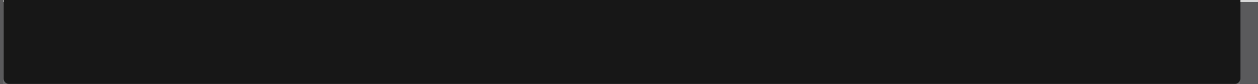
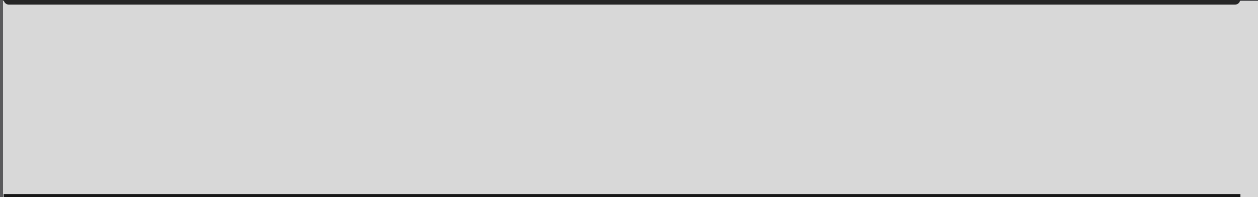
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